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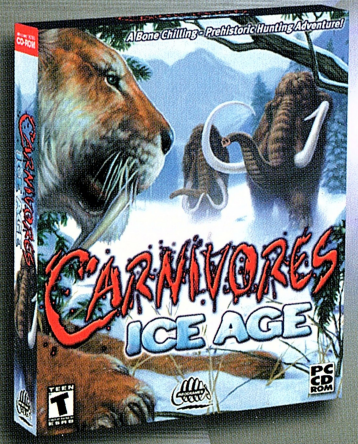

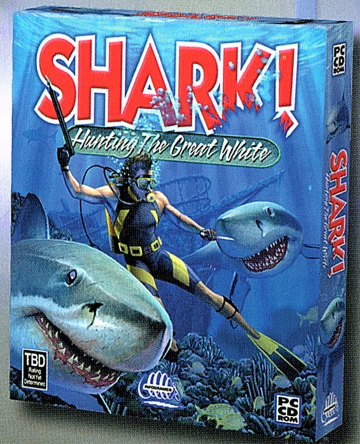

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TEEN
Mild Animated Violence

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P/N 04-21875JCB

POLICE

LAW ENFORCEMENT OFFICER

TACTICAL TRAINING™

TEEN
T
CONTENT RATED BY ESRB

INFOGRAMES™

PC CD ROM

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Introduction

Police: Tactical Training is a training simulator that teaches accuracy and split second decision-making as if you were a cadet in police training school. The game consists of an indoor target range, alley walk scenarios, and different types of sniper training scenarios. Not only will you train in the daytime but you will also train at night with the aid of light amplification goggles and scope. Remember to keep one eye on the clock and one on the target. Good luck, cadet!

System requirements

Pentium II® 233 or compatible processor
Windows ® 95/98/Me operating system
64 MB RAM minimum
350 MB hard drive space
Mouse
4X Speed CD-ROM
DirectX® 7 Compatible Sound Card
8 MB Direct 3D® Compatible Video Card required

Installation

Insert the CD into the drive. The program will automatically launch. Follow installation instructions on your screen.

If Autorun is disabled, click the **START** button, then **RUN**. Type **D:\Setup** (where D is the letter of your CD-ROM drive). Follow the installation instructions on your screen.

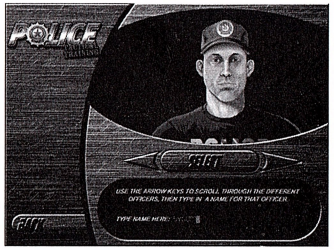
DirectX 7 is required, and will be installed unless you choose not to. We recommend installing DirectX 7 unless you are an advanced user who already knows DirectX 7 is installed and running properly. Be sure to restart your computer after the installation of DirectX 7.

Running Police: Tactical Training

Click on **START**, **PROGRAMS**, **POLICE: TACTICAL TRAINING** and then on the **POLICE: TACTICAL TRAINING** icon. This will start the game and bring you into the Main Menu.

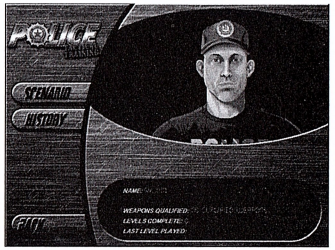
Starting a New Game

From the Main Menu, select **NEW GAME**. At the Character Selection Screen, type in a name for your officer and choose a face by scrolling through the options with the right and left arrow keys. Click **SELECT** when you are ready to go to the next menu.



Character Selection Screen

At the Character Information Screen, you will see all the updated information about your officer including the last level played, the last level completed and what weapons they are qualified on. Click **SCENARIO** to advance to the Level Selection Screen.



Character Information Screen

At the Level Selection Screen you can cycle through the different training sequences available, depending on how far your character has succeeded. The first training scenario available to you is the Target Range to qualify with the 9mm Pistol.

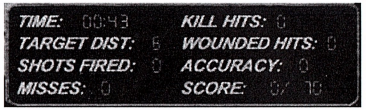
You cannot advance beyond the current scenario until you receive a passing score. You can replay any level once you have completed it if you want to increase your score or practice.

Scroll to the scenario you wish to play and click **SELECT** to begin.

Level Selection Screen

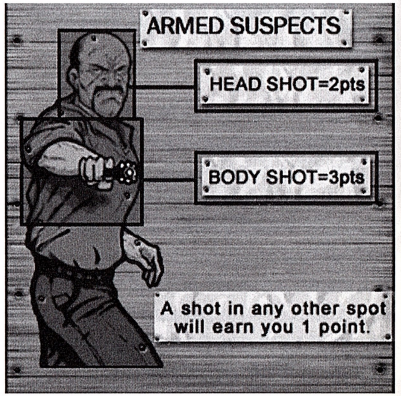
Playing the Game

You will be timed on each scenario. The display in the top right corner of your interface indicates your current level information. To pass a level you must score at least the necessary amount of points for that level.



Each shot that hits your target adds or subtracts points to your final score for the level. Negative scores are given only in the sniper and alley walk levels when you hit an unarmed suspect.

Wounded Zone hit = 1 pt
Head Kill Zone hit = 2 pts
Body Kill Zone hit = 3 pts
Shooting Unarmed Suspect = -4 pts
Complete miss of armed suspect= -1 pts



The pop-up and sliding targets will each stay up for a timed period depending on your skill level. Once you shoot a target it will move back to its ready position.

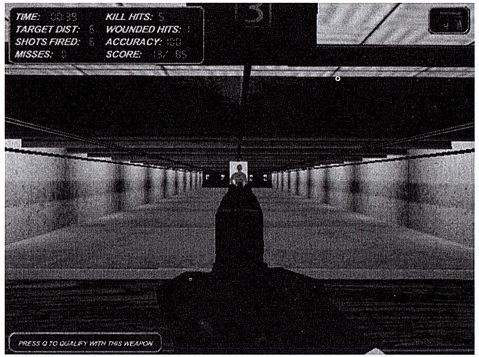
Pay close attention to your targets before you shoot! Some targets that look dangerous may not be, while some seemingly innocent targets may be armed suspects.

Target Range Scenario

This scenario is a typical indoor target range. Here you can practice your aim and qualify with your weapons before moving on to the next level.

Practice Mode

When your weapon is brought up the target will automatically move to the designated distance, but can be moved to any distance by pressing the "Up" and "Down" arrows on your keyboard. Press the Space Bar to lower your weapon and turn on your cursor. Once you are ready to qualify the weapon , hit the Q key.

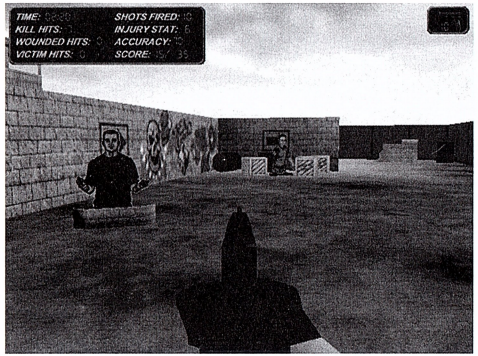


Qualification Mode

Once in Qualification Mode you cannot move the target around freely and every shot counts. The game will keep track of your hits and misses . Your final score will be determined when the timer stops. If your accuracy and score are high enough you will be allowed to move to the next scenario with that weapon.

Alley Walk Scenario

All the Alley Walk scenarios are typical training sessions that an officer must perform. You will have to walk through these mock up alleywalks to hone your reflexes. You will be scored on how many correct armed suspects you hit. You lose points when you hit an unarmed suspect. These cardboard people will be popping out at you at random times in random places, so each time the level is played, the order of the targets will change. The Sniper Rifle is not available to use in these levels.



As you advance, the Alley Walk Scenarios will become more difficult, with faster targets and multiple targets in one area. You will also be forced to play in different hostile environments including night time scenarios.

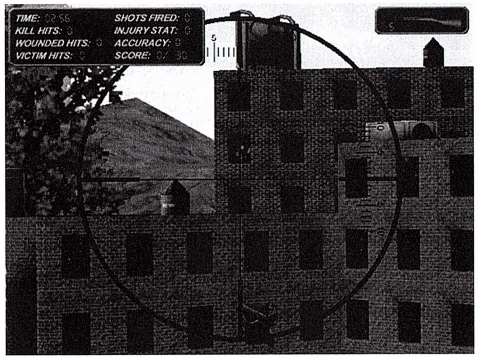
Night Walks

These levels are played with and without the aid with your light amplification goggles, depending on the level. If you are playing a scenario that allows the light amplification goggles then you can press the N key on your keyboard to toggle the goggles on and off.

Sniper Training Scenario

In the Sniper Training Scenarios, you will hone your skills as a sniper. The .308 Bolt Action Sniper Rifle is the only weapon available to use in these scenarios.

In the first of the two types of sniper rifle scenarios, you will be stationed in a small room of a building adjacent to an abandoned warehouse. Targets similar to the alley walk targets will pop up one at a time in the windows. The targets will consists of Armed Suspects, Unarmed Suspects, innocent "hostages", and hostage/terrorist combination targets.



The second scenario is the Sniper Range that will test your speed and accuracy. You will be stationed in a grass field, where you will be presented with targets, but the targets here will vary in distance so you will need to practice zooming in and out as well as dropping your weapon to view the area.

Night Scenarios

These levels are night time versions of the sniper training scenarios. Your .308 Bolt Action Sniper Rifle will be equipped with a light amplification scope to aid you in these scenarios.

The Weapons

The 9mm pistol with a 10 round clip is capable of disabling your target at close range. It has a built in laser scope which will aid in your aiming. It is the standard issue sidearm in many police forces.

The 12 gauge pump action shotgun holds 5 rounds. This shotgun is a great choice for close range shooting but is limited to about 50 yards.

The MP5 is a SWAT-use submachine gun chambered for 9mm pistol rounds, capable of firing 800 rounds per minute. A deadly weapon in anyone's hands, it should always be used with great caution.

The.308 bolt action sniper rifle packs a punch at any distance. Fitted with a high powered Scope with Light Amplification you will hone your skills to disable your target up to 100 yards. The .308 doesn't have the flat shooting trajectory as some of the smaller calibers but it's accuracy and stopping power are still top notch.

Setting Game Options

To ensure good performance on your computer, Police: Tactical Training includes an automatic profiler. This profiler automatically starts the first time you run the game, by clicking YES at the initial prompt.

You can manually adjust your game settings using the Options Menu. Keep in mind these settings may already be adjusted to optimum levels for your computer when you first started the game. Make sure you understand your computer's hardware capabilities before you begin making adjustments.

Performance

From the Main menu you can click the **OPTIONS** button. At the Settings Menu, select **PERFORMANCE**. Adjust the detail level of the game to of Low, Medium, or High level of game detail. To change a setting, click on it. You can adjust the screen resolution by clicking the plus and minus buttons or by dragging the resolution slide bar to your desired size. When you are finished, click BACK and you will be prompted to save your changed settings. Click YES and you will return to the main menu.

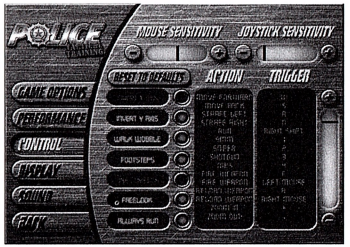
Game Options

You can play Police: Tactical Training using a full screen display or in a window on your desktop. You can also back up and restore a character, as well as check for any program updates from the internet.

Control Settings

To get the most out of Police: Tactical Training, you can manually adjust your Control Settings. This will allow you to set game controls to settings that are most comfortable for you.

From the Main menu, click the **OPTIONS** button. At the Settings Menu, select **CONTROL**. Adjust the controls of the game including mouse and joystick sensitivity. To change a setting, double click on the option you wish to change in the ACTION column, and it will blink. Enter the new setting you wish to use. When you are finished, click BACK and you will be prompted to save your changed settings. Click YES and you will return to the main menu.



Within the Display options are setting in the option menu to adjust an assortment of other features to enhance gameplay. If you are unhappy with you computer performance feel free to try various setting to increase performance.

Sound

The Sound Options allow you to adjust and set the sound and music options in Police: Tactical Training. If you are unhappy with your sound performance try using various settings until you get the desired quality.

Default Settings

Action	Trigger	Action	Trigger
Move Forward	Up Arrow	Clear Targets	C
Move Back	Down Arrow	Previous Weapon	[
Strafe Left	Left Arrow	Next Weapon	]
Strafe Right	Right Arrow	Center View	Home
Run	Right Shift	Look Up	Page Up
Fire Weapon	Left Mouse or F	Reload Weapon	Right Mouse
Zoom In	=	Show Scores	Tab
Zoom Out	- (minus)	Raise/Lower Gun	Space Bar
Qualify	Q	Night Vision	N
Exit	Esc		

Adjust Sights

You can adjust the sights and windage on your sniper rifle with the following keys on the numerical keypad.

Move Up (8)

Move Left (4) (5) (6) Move Right

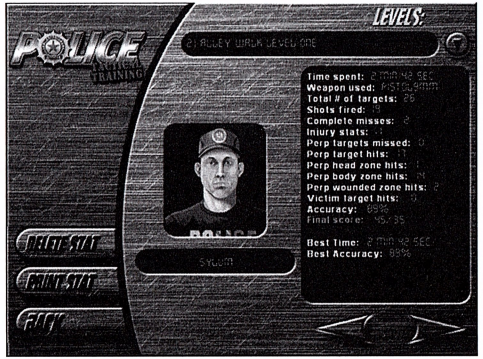
(2) Move Down

(1) Adjust Left (3) Adjust Right

Windage Adjuststments

Viewing an Officer's History

The Officer History Menu allows you to keep track of your progress. After you complete a level it is recorded into this History Menu that you can access at anytime. The history screen works by clicking on the level you would like to view information on using the left and right arrows to scroll through and view all sessions from that particular scenario. It keeps track of what weapon you used and how you did with that particular weapon. You can delete a statistic by clicking on the statistic you want removed and then clicking **DELETE STAT**.



Deleting an Officer

From the Main Menu click LOAD GAME. Go to the Officer Selection screen, scroll through the list of officers and select the officer you wish to delete. Click on DELETE OFFICER.

Hints and Tips

Here are some hints to improve yourself in Police: Tactical Training:

Play each level a couple of times to get the feel of it.

When playing always make sure your aren't low on ammo before walking into a new area.

First identify your target as a threat and then shoot.

Listen for the sounds of the Pop-up and Sliding targets. These sounds will help you locate them.

Try to keep track of your time and score so you have a good idea how your doing.

Listen for the "Beep" sounds on the targets, they let you know what "Kill Zone" you have hit.

Keep track of the Wind for the sniper scenarios.

Try to reload in the sniper scenarios when an "Unarmed Suspect" pops up.

Use the "Backspace" key to move past the "Unarmed Suspect" targets to save yourself time.

DirectX Troubleshooting

The most common and prevalent errors are related to video & sound card drivers. Police: Tactical Training installs and requires DirectX 7.0 or later. If your drivers are not certified, please download or obtain the latest drivers from your card manufactures. This is the number one problem people have with DirectX games. After you have updated your drivers, you must reinstall DirectX from the Police: Tactical Training CD.

If you are having sound or video problems, you should try reinstalling DirectX from the Police: Tactical Training CD.
For diagnosing tools, open Windows Explorer and go to the **C:\Program Files\DirectX\Setup** directory. Run the program named **Dxdiag.exe**. This will give you detailed information for all your drivers and other directx components. This will also help tech support if you should need to call them.
If you are crashing upon exit, particularly if you see a DDRAW error, please try to obtain the latest drivers for your video card.
More up-to-date info on DirectX 7 can be found at Microsoft's webpage, at: www.microsoft.com/directx/default.asp/

Credits

Sunstorm

Exec. Producer	Anthony Campiti
Sound Design	Gary Phillips
Producer	Tom Shiflet

Sylum

Lead Programmer	Ilian Stoianov
Programmer	Mikhail Lozanov
Lead Artist	Alex Kotkin
Project Manager/3D Art	David Schulman
Artist/Level Designer	Keith Beresnoy
3D Artist/Lvl Designer	Gino Fratto

Wizard Works

Producer	Michael Gjere
Marketing Mgr	Laszlo Nemesi
Creative Director	Keith Anderson
Senior VP	Paul Rinde
Graphic Artists	David Stengel
	Preston Palmer
Installation	Steve Charbonneau
Music	Jeff Sehring
	Jim B - Reay

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Assistance Via World Wide Web

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Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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